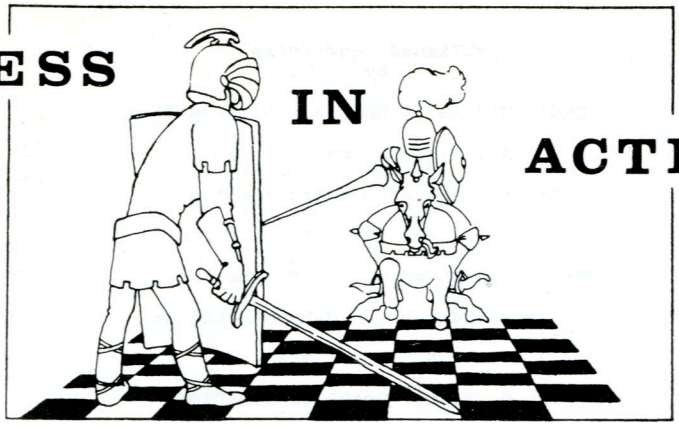
CHESS IN ACTION



AUTUMN 1964



KOLTANOWSKI STARTS NATION-WIDE CHESS SERIES ON EDUCATIONAL TV

(Details Inside)

published quarterly
by

CHESS FRIENDS of NORTHERN CALIFORNIA

A Charter Member of the

United States Chess Federation

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* * *

ON SEPTEMBER 15, 1964, INTERNATIONAL MASTER GEORGE KOLTANOWSKI INAUGURATED A NEW SERIES OF HALF-HOUR CHESS PROGRAMS, WHICH WILL BE CARRIED BY THE MAJORITY OF EDUCATIONAL TELEVISION STATIONS ALL OVER THE UNITED STATES. CHECK YOUR LOCAL PAPERS AND TV GUIDES FOR THE SCHEDULE OF THESE PROGRAMS. (SAN FRANCISCO BAY AREA PLAYERS CAN SEE THIS SHOW ON K.Q.E.D.-TV, WHICH IS CHANNEL 9 IN SAN FRANCISCO.)

* * *

The 1964 LAS VEGAS OPEN topped all expectations to become firmly established as the Number One event in the West, thanks to the great organizational work of Herman Estrada and Art Gamlin. The tournament was played in the plush Sahara Hotel, and the "red carpet" was out for chess buffs. The entry list showed a total of 164 players from all over the West and Southwest, an increase of 99 over last year!

Six players tied for 1st place with 6-1 scores, and split the prize money evenly. The trophy went -- on the toss of a coin -- to William Bills (Houston, Texas). The other five were Duncan Suttles (Reno), Irving Rivise, Tibor Weinberger (both of Los Angeles), Peter Cleghorn (San Francisco) and Arthur Spiller (Santa Monica). Spiller also won the Expert Class trophy. Lina Grumette (Los Angeles), won the Women's Division trophy. Two Northern California Juniors got a chunk of the money in their class, ending up in a three-way tie with a player whose name we do not have. The local boys were Aki Kanamori and Dennis Saccuzzo (both of San Francisco). Dr. Michael Schick (San Francisco) was one of five players tying for 1st place in Class "B."

* * *

The next issue (WINTER, 1964) of CHESS IN ACTION will appear sometime in November, and we apologize for the lateness of this issue. Deadline for submission of material for the next issue is October 15. Direct all correspondence to:

R. P. McClary
125 Irving Street
San Francisco (94122)

FINAL INTER-CLUB MATCH STANDINGS FOR THE 1963-1964 SEASON:

EL CAMINO REAL LEAGUE

		W	D	L	score
1.	San Quentin	5	2	0	6 1
2.	Saint Francis	6	0	2	6 2
3.	S. F. State	4	2	1	5 2
4.	Nimzovitch	3	2	1	4 2
5.	Black Knights	3	0	3	3 3
6.	Kolty C. C.	2	1	5	2½ 5½
7.	Mill Valley	2	0	3	2 3
8.	Caissa	2	0	4	2 4
9.	Springers	0	1	6	0½ 6½

PENINSULA LEAGUE

		W	D	L	score
1.	Philidor	6	1	0	6½ 0½
2.	Los Altos	5	0	1	5 1
3.	Showalter	3	1	2	3½ 2½
4.	Ampex	2	1	2	2½ 2½
5.	Palo Alto	2	0	5	2 5
6.	Lockheed	2	0	4	2 4
7.	Westinghouse	2	0	4	2 4
8.	San Mateo	2	0	3	2 3
9.	Redwood City	1	1	3	1½ 3½

EAST BAY LEAGUE

		W	D	L	score
1.	Hayward	3	2	1	4 2
2.	Berkeley	3	1	2	3½ 2½
3.	Orinda	2	2	2	3 3
4.	Knight Owls	1	3	0	2½ 1½
5.	Stingers	2	1	2	2½ 2½
6.	Walnut Kernels	2	0	4	2 4
7.	Walnut Creek	1	1	3	1½ 3½

EXPERT LEAGUE

		W	D	L	score
1.	San Bruno	3	1	0	3½ 0½
2.	Los Altos	2	0	2	2 2
3.	Palo Alto	1	1	0	1½ 0½
4.	Morphy	0	0	2	0 2
5.	St. Francis	0	0	2	0 2

All ties are broken by comparison of individual game-point totals. Discrepancies in final score totals indicate that some teams did not complete their match schedules.

NOTICE TO ALL PLAYERS INTERESTED IN LEAGUE MATCH PLAY:

The Annual Captains' Meeting prior to commencement of the 1964-1965 C.F.N.C. League Match Season, will be held on Friday, October 23, at the home of Tournament Administrator Wm. S. Stevens (2005 35th Avenue, San Francisco). At this meeting, rules of play for the new season will be discussed and/or changed, and new teams may register for play in the appropriate C.F.N.C. match-play leagues. For further information, call Bill Stevens (LOmbard 4-7324).

* * *

277 players competed in the 14th Annual Sonoma Open-Air Chess Festival on Sunday, August 2. Trophies were won by the Kolty C.C. of San Francisco for most attendance (45) and best total score. Miss Patricia McIntyre (San Diego) was awarded the "Longest Distance" trophy, in addition to sharing top honors in the Women's Division with Mrs. Willie Mae Bettencourt (San Francisco). Atherton's Steve Adelman was the best of 25 Juniors. James Gough (San Francisco) took the Class "A" trophy, Ralph Jacob (Walnut Creek) was the best of 84 "B" players, and Larry Richardson (Pacifica) headed the 97-player "C" division. Ten-year attendance trophies were presented to Charles T. McGinley (Oakland) and John Conness (San Bruno). Redwood City's George Kane, 16, played a 24-board simultaneous exhibition, winning 17, drawing 3 and losing 4.

* * *

Enroute home from directing the 1964 U.S. OPEN at Boston, International Master G. Koltanowski stopped off at Indianapolis long enough to win 25, draw 4 and lose 1, during a 3½-hour simultaneous exhibition. He also won two simultaneous 10-second games (while blindfolded). The climax to his visit was on September 3, when the Mayor of Indianapolis proclaimed that date to be "KOLTANOWSKI DAY."

* * *

91 players entered the lists in the 1964 California Open at Fresno over the Labor Day weekend. Jerry Hanken (Los Angeles) took first place with 6½ points out of 7. Runners-up were USCF Master Tibor Weinberger (Santa Monica), W. Cunningham (Los Angeles), Ray Martin (Los Angeles) and Z. Kovacs (Los Angeles). Mrs. Willie Mae Bettencourt (San Francisco) and Mrs. B. Cajute (Los Angeles) tied for 1st place in the Women's Division.

* * *

OSBUN WINS CFNC EXPERTS' TOURNEY

		1	2	3	4	5	6	7	8	9	10	score
1.	OSBUN, Erik	X	1	½	½	½	1	1	1	½	1	7 2
2.	BLACKSTONE, John	0	X	½	½	1	1	1	½	1	1	6½ 2½
3.	THORNALLY, Frank	½	½	X	½	½	1	½	1	1	1	6½ 2½
4.	SUTHERLAND, Don	½	½	½	X	1	½	0	1	1	1	6 3
5.	WILKERSON, Max	½	0	½	0	X	½	1	1	½	½	4½ 4½
6.	SLOAN, Sam	0	0	0	½	½	X	1	½	1	1	4½ 4½
7.	TRENBERTH, Robert	0	0	½	1	0	0	X	½	1	1	4 5
8.	WALTERS, Keith	0	½	0	0	0	½	½	X	½	1	3 6
9.	KANE, George	½	0	0	0	½	0	0	½	X	1	2½ 6½
10.	MORITZ, Henry	0	0	0	0	½	0	0	0	0	X	0½ 8½

The average rating in this event was 2043, making it the strongest CFNC Experts' Championship since this tourney was inaugurated. The following games from it are annotated by CHESS IN ACTION Games Editor John Blackstone, unless otherwise noted.

Osbun --- Blackstone — KING'S INDIAN DEFENSE

1.	P-Q4	N-KB3
2.	P-QB4	P-KN3
3.	N-QB3	B-N2
4.	P-K4	P-Q3
5.	P-B3	0-0
6.	KN-K2	....

Probably the best move, if one adopts the following working theory for this and similar positions: here there is the Pawn-chain KN2-KB3-K4, and probably Q5-QB4 in the later course of the game. In order to acheive optimum development with a minimum commitment for each piece, the Knights should be developed first, because they can easily change posts and shift their spheres of influence more readily than can the Bishops. The dark-square Bishop probably should be developed next, as it is the "good" Bishop (being of the opposite color as the Pawn chain). It cannot become a "bad" Bishop in the end-game, but its influence must nevertheless be more carefully directed than the Knights', for it can operate at a greater range (inside or outside the Pawn wall). The light-square Bishop is, in this case, the most difficult piece to determine. The Queen and possibly even one Rook can be developed before this piece. Then the question: should it operate inside or outside the Pawn wall? It cannot be switched back and forth with the same ease as the other Bishop (obviously). Therefore it must be developed at such a place and time that will afford it the most influence, and this cannot be determined at such an early stage of the game.

Perhaps it is significant that World Champion Petrosian has recently preferred the text move over his older 6.B-K3. He played the latter at Bled 1961; but at Curacao 1962 and Los Angeles 1963, he played 6.KN-K2.

6. .... P-B3

Black is now looking for 7.B-K3, P-K4; with a reasonable game. However, White plays a better move (7.B-N5), after which 7...,P-K4; 8.P-Q5 gives White the better game, due to the pin of the Knight. The point is that Gligoric's blockading maneuver ...,P-KR4 (in answer to P-KN4) is no longer feasible. 6...,N-B3; as in Petrosian-Fischer, Curacao 1962, is perhaps to be preferred. 6...,QN-Q2; 7.B-N5, P-B4; 8.P-Q5, N-K4; 9.N-N3, P-KR3; 10.B-Q2, P-KR4 (Petrosian-Reshevsky, Los Angeles 1963); produced an interesting situation in which Reshevsky had good counterplay. Actually, 7.B-K3 may be objectively better, but I suspect that 9.N-B1 is an improvement on the text, as it allows more scope for the Q-Bishop.

7.	B-N5	P-KR3

This weak move was played by Kashdan against Taimanov (USA-USSR Team Match, 1955) and by Weinberger against Bisguier (U.S. Open 1961). Both players of the Black pieces were blown off their respective boards.

8.	B-K3	QN-Q2
9.	Q-Q2	K-R2
10.	P-KN4	P-K4
11.	P-Q5	PxP
12.	BPxP	P-R3
13.	N-N3	N-KN1
14.	P-KR4	B-B3
15.	Q-R2	....

White contents himself by cramping Black's pieces, rather than beginning a premature attack with 15.P-N5.

15.	....	B-K2
16.	B-Q3	....

After the game, Blackstone suggested 16.P-N5, P-KR4; 17.B-R3 as better, but after 17...,N-N3; the second player can promote favorable exchanges.

16.	....	P-QN4
17.	0-0-0	....

I thought seriously of playing 17.P-QN4, to restrict Black on the Q-side. 17..., P-QR4 could then be effectively met by 18.R-QN1, but with 17...,N-N3; followed by ...,B-Q2; and ...,R-QB1; Black could post his Knight most effectively at QB5. I therefore decided to play simply, allowing him no direct targets.

17.	....	Q-B2
18.	K-N1	N-B4
19.	B-QB2	....

White intends to answer ...,P-N5 with N-R4, forcing the exchange --- or retreat --- of Black's only well-posted piece.

19.	....	B-Q2
20.	R-QB1	Q-R4

As is usual when he has a chance to make the moves he wants to make, Blackstone thinks he has a winning position. This is the most active play at his disposal, involving the sacrifice of a Pawn, for after 20...,KR (or QR) -B1; 21.P-QN4, N-N2; 22.B-N3 (threatening N-R4), White has an overwhelming advantage in space. 20..., P-QR4; would not work, because Black cannot open a line to the White King, whereas White can easily open one to the Black King.

21.	P-N5	P-R4

Too automatic. However, Blackstone probably underestimated --- or overlooked --- 23.P-Q6. Relatively better is the Pawn-sacrifice 21...,P-N5; 22.QN-K2, P-N6; 23.BxP, NxB; 24.PxN, Q-N5 (or 24...,QR-N1); 25.R-B3, and White would have to play for the win in the end-game. An interesting feature of this position is that while Black has obtained the Bishop-pair, they have difficulty in obtaining more than limited scope.

22.	BxN	PxB
23.	P-Q6	....

Black could, of course, capture this brash button. It would only cost him a piece.

23.	....	B-Q1
24.	NxRP	....

After using some considerable time, I still could not calculate this sacrifice to a forced win, but made it anyway on its positional merit. White now obtains a formidable Pawn-roller in the center.

24.	....	PxN
25.	QxP	P-N5

Giving up a Pawn to open lines to the White King is the only sensible course. Otherwise, White can set up a simple mate by Q-KB4, P-K5+, Q-K4, Q-R7 and N-B6.

26.	N-Q5	P-B5
27.	Q-Q4	P-N6
28.	PxP	PxP
29.	BxP	B-K3
30.	B-B2	R-B1

A "lemon" according to Blackstone, who gives 30...,R-N1; as better. It is scarcely an improvement, however, because White simply continues with 31.P-B4, threatening P-B5, with an overwhelming attack. If 31...,B-N3; 32.Q-Q3 is even stronger -- White can even afford to exchange Queens (after 32...,Q-N4) and still win. If 31. ...,R-N4; 32.P-B5 at once, with a mating attack --- should Black capture the N.

31.	KR-Q1	....

In order to protect the Knight at the end of the variation 31...,R-B3; 32.P-B4, B-N3; 33.P-K5+, K-N2; 34.Q-K4, KR-B1; 35.P-B5.

31.	....	Q-B4

If Black's last move was a lemon, this one is a grapefruit. It lifts the pin on the Knight, allowing White to win in a walk. In any event, Black cannot meet the threat contained in P-B4-B5, etc. (Notes by CFNC Expert Champion Erik Osbun).

* * *

Wilkerson --- Blackstone KING'S INDIAN DEFENSE

1.	P-Q4	N-KB3
2.	N-KB3	P-KN3
3.	P-KN3	B-N2
4.	B-N2	0-0
5.	0-0	P-Q3
6.	P-B4	QN-Q2
7.	N-B3	P-K4
8.	PxP	PxP
9.	Q-B2	P-B3
10.	R-Q1	Q-K2
11.	P-K4	R-K1?
12.	P-KR3	P-KR3
13.	B-K3	N-R4
14.	N-QR4	R-B1

An admission that his Rook is misplaced at K1, as Black's best chances lie K-side.

15.	P-B5	P-KB4
16.	PxP	PxP
17.	N-R4!	Q-B2
18.	R-Q6	....

Stronger was 18.B-KB1, forcing 18...,N-N1; and then 19.R-Q6, threatening 20.B-B4.

18.	....	P-B5
19.	B-K4	PxB
20.	B-R7+	K-R1
21.	B-Q3	....

21.N-N6+ doesn't win, because of 21...,KxB; 22.NxR+, K-N1; 23.N-N6, QxP+; 24.QxQ, PxQ+; 25.KxP, K-B2; followed by 26...,P-QN4; and Black finally gets his pieces out.

21.	....	PxP+?

Why not simply 21...,QxP+; 22.QxQ, PxQ+; winning easily for Black?

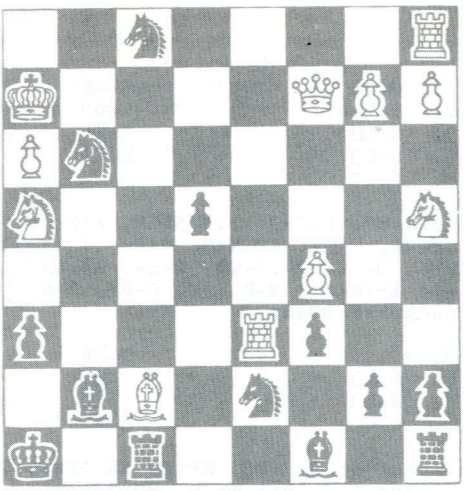
22.	K-R2!	P-K5!

White's last move prevents any possible checking sacrifices, and Black's reply obtains his K4-square, opens his KB diagonal and temporarily closes White's QN1-KR7 diagonal.

23.	B-B4	NxNP!?

Black has no square for his Queen, e.g. 23...,Q-K1; 24.R-K6, Q-Q1; 25.N-N6+, K-R2; 26.QxKP, and Black can go home.

24.	BxQ	P-B8(N)+



Black will obtain a Rook and two minor pieces for his Queen, and temporarily enjoys (!?!?) the unusual situation of having THREE Knights for the middle-game!

25.	RxN	NxR+
26.	K-N1	RxB
27.	QxP	N-B1
28.	Q-K8	....

On 28.R-Q8, B-B4; 29.Q-K8 (if 29.NxB, RxR; and Black should win --- or 29.RxN+, R/1xR; and again Black comes out on top), RxR; 30.QxR/7 (if 30.QxR/8, BxRP; 31. N-N6+, K-R2; 32.NxN+, RxN; 33.Q-Q3+, R-B4; 34.QxB, B-Q5+; 35.K-N2 ((not 35.K-R1, R-R4; 36.QxR, N-N6+)), R-B7+; 36.K-R1, R-R7+; 37.QxR, NxQ; 38.KxN, and Black wins, as he is a Pawn up, and the white Knight is trapped on the edge of the board), BxRP; and Black wins in a walk, as all his pieces are finally developed.

28.	....	K-N1
29.	N-N6!	B-B3

The only move for Black, but just good enough to draw.

30.	RxB	RxR
31.	N-K7+?	....

Now the picture changes abruptly. White trades a draw for a loss, the draw being obtained by 31.NxN, RxN, 32.Q-N6+, with a perpetual-checking position. The following moves, up through #40, were played under time pressure by both players.

31.	....	K-N2
32.	NxB	N-N3
33.	Q-Q7+	R-B2
34.	Q-Q4+	K-R2
35.	N-Q6	R-B5
36.	N-K4	R/1-KB1
37.	N/R-B3	R/1-B2

27...,N-R5 wins for Black, but he was worried about a possible check, winning material --- or something.

38.	Q-Q3	R-B6
39.	Q-B4	N-K6

40.	Q-K6	R-B8+
41.	K-R2	N-R5
42.	Q-K8	R-N2
43.	N-N3	N-B6 Mate.

* * *

Osbun --- Sloan OLD INDIAN DEFENSE

1.	P-Q4	N-KB3
2.	P-QB4	P-Q3
3.	N-QB3	P-K4
4.	N-B3	P-K5
5.	N-Q2	....

Better than 5.N-KN5, B-B4; 6.Q-B2, P-KR3; 7.N/5xKP, NxN; 8.NxN, Q-R5; 9.NxP+, BxN; 10.QxB, B-N5+; 11.K-Q1 (11.B-Q2, BxB+; 12.KxB, QxP+; 13.K-K1, QxNP; with equality), QxP+; 12.K-B2, QxBP+; 13.K-N1, N-Q2; 14.P-K4, Q-B4; 15.QxQ, BxQ; 16.P-B3, K-K2; 17. N-KB4, P-QB3; 18.K-B2, KR-Q1; 19.R-Q1, N-B1; 20.B-B4, N-K3; 21.BxN, KxB; and DRAW. (Boleslavsky---Bronstein, Budapest 1950).

5.	....	B-B4
6.	P-K3	P-B3
7.	B-K2	Q-Q2
8.	0-0	B-K2

8...,P-Q4 is correct, because after 9.P-B3, KPxP; 10.NPxP? Q-K3; the situtation is rather awkward for White. After the text move, White can make the more desirable recapture with the NP.

9.	P-B3	PxP
10.	PxP	....

White now threatens to play 10.P-K4, with a strong grip on the center. Still, this recapture involved considerable calculation to determine whether or not Black could gain compensation by a piece displacement to the K-side. After the forced 10..., P-Q4; 11.R-B2, it appeared that White could consolidate, with little to fear from either 11...,N-R4; 12.P-B4, N-B3; 13.N-B1, -- or 11...,B-R6; 12.N-B1, N-R4; 13.N-N3.

10.	....	P-Q4
11.	R-B2	0-0
12.	N-B1	B-N3
13.	N-N3	R-Q1
14.	P-B5	....

Preventing 14...,P-QB4.

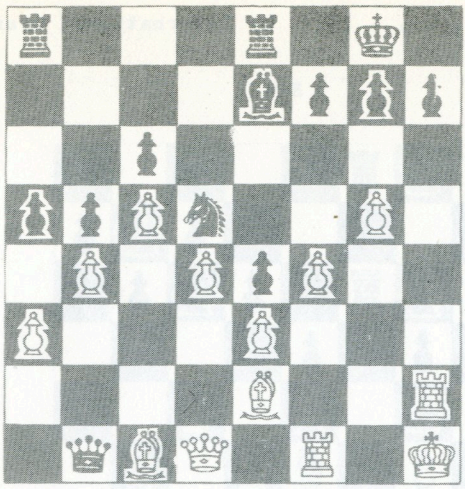
14.	....	N-R4
15.	P-B4	NxN
16.	PxN	B-K5
17.	NxB	PxN
18.	Q-B2	R-K1
19.	R-R2	Q-K3
20.	B-Q2	N-Q2
21.	K-R1	P-QN4

Black realizes the importance of his KN1-QR7 diagonal, and decides to prevent its immediate occupation by (White's) B-B4, but the first player can now swing the axe on the other wing.

22.	P-QN4	N-B3
23.	R-KB1	Q-B4
24.	Q-Q1	Q-K3
25.	P-R3	Q-R7
26.	B-B1	Q-N8

26...,Q-Q4; offers more resistance, but Black apparently prefers to force the issue.

27.	P-N4	P-QR4
28.	P-N5	N-Q4



29.	BxP!	PxB
30.	Q-R5	BxBP

Or, 30...,P-R3; 31.R-N1, B-B1; 32.PxP, N-B3; 33.Q-B5, R-K3; 34.P-Q5, winning.

31.	QxRP+	K-B1
32.	Q-B5	R-R3

32.Q-B5 has been unexpectedly strong, for if 32...,NxKP; 33.R-R8+, K-K2; 34.QxB+, and the Knight goes lost.

33.	QxN	B-R2
34.	Q-Q7	R-R3
35.	PxR	BxP
36.	P-R7	P-N3
37.	PxB	BLACK RESIGNS.

* * *

More games from the 1964 Expert Invitational Championship will appear next issue.

* * *

The 1964 U.S. OPEN in Boston attracted 230 entries, including 29 Masters and 47 Experts. International Grandmaster Paul Benko (N.Y.C.) came in clear first with a $10\frac{1}{2}$-$1\frac{1}{2}$ score, winning the title a second time, having previously won it at San Francisco in 1961. His Boston victory added $1500 to the $1000 he acquired in Toronto, for winning the Canadian Open immediately prior to this tournament. This is an excellent comeback for Benko, after a miserable showing in the F.I.D.E. Inter-Zonal in Amsterdam last June.

Robert Byrne (Indianapolis) -- who finished third in the recent Buenos Aires tournament, behind Petrosian and Keres of the USSR -- tied with Miro Radojcic and James Sherwin (both N.Y.C.), for second place, with $9\frac{1}{2}$-$2\frac{1}{2}$ scores. Each of the trio won $400. Arthur Bisguier (N.Y.C.), Duncan Suttles (Reno), William Lombardy (N.Y.C. and Bernard Zuckerman (N.Y.C.) each scored 9-3, winning $98.75 apiece. Miss Cecilia Rock (Hinsdale, Mass.) and Mrs. Kathryn Slater (N.Y.C.) shared the Women's Division title with $5\frac{1}{2}$-$6\frac{1}{2}$ scores. CHESS IN ACTION Games Editor John Blackstone (Saratoga, California) scored $8\frac{1}{2}$-$3\frac{1}{2}$, to be the 2nd-highest Expert, and Berkeley's Sam Sloan scored $6\frac{1}{2}$-$5\frac{1}{2}$. In our next issue, we will publish a number of games from this tournament.

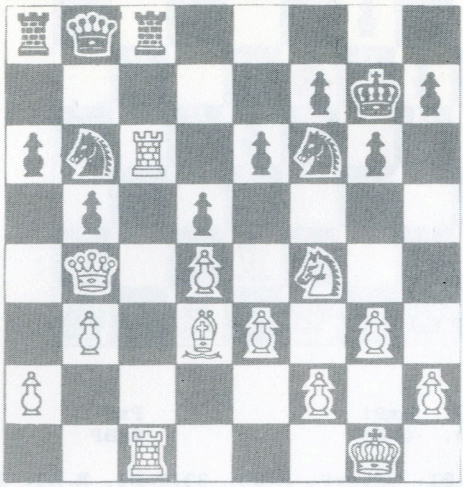
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The Berkeley Y.M.C.A. announced the founding of its chess club recently. It is open to ALL chess players, from beginner to grandmaster. Membership application may be made in person at the YMCA "desk," or by mail. The Berkeley "Y" is located at 2001 Alston Way in down-town Berkeley. More information may be obtained by phoning 848-6800.

* * *

K E R E S ' C O R N E R . . . . . by International Grandmaster Paul Keres

BOK



KERES

The position above was reached after White's 24th move (on Board One) during the traditional match encounter between Estonia and Finland. (Estonia won, 15-7). This is a typical position with only one open file; the possession of which secures much the better game for the first player. However, by playing 24...,Q-N2! at once, Black could still put up good resistance. Instead, he made the decisive mistake of exchanging a pair of Rooks.

24.	....	RxR
25.	RxR	Q-N2
26.	Q-Q6!	....

Had Black played 24...,Q-N2; this move would not have been possible, because of 25...,N-B1! Now Black has no adequate defense against the many threats like 27. RxN, 27.R-B7 or 27.NxP+.

26.	....	N-K1

This is the move that Black had relied upon, but here (as in many other similar cases) White's positional advantage allows him to carry out a decisive combination.

27.	NxP+!	....

After thegame, Bok told me that he had considered this sacrifice, and intended to refute it by 27...,K-N1; having overlooked the simple mate on his KB1!

27.	....	PxN
28.	Q-K5+	K-R3

Of course, either 28...,K-N1; or 28...,K-B2; would be bad because of 29.QxP+, followed by 30.RxN, when White emerges with two good extra Pawns.

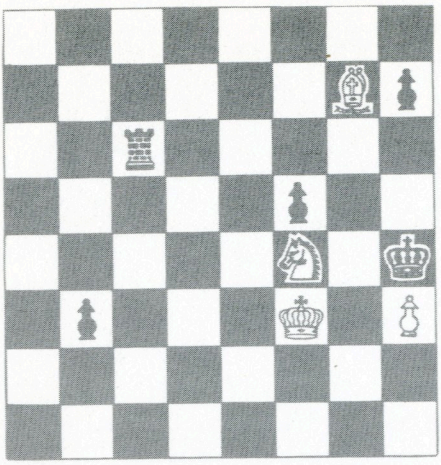
29.	P-KN4	Q-B1
30.	P-N5+	....

To simply regain his piece by playing 30.RxN, would not be sufficient for White.

30.	....	K-R4
31.	QxP	KxP
32.	BxKNP!	PxB
33.	QxP+	K-R4
34.	P-B3	RESIGNS.

End-Game "Study" From An Actual Game:

LIEBERSON



GLIGORIC

This position is not new, but (as far as I know) it has not been correctly analysed before now. In the above position, Lieberson continued 61...,K-N4? and, after 62. K-N3! he was forced to play 62...,R-KR3; to prevent 63.P-R4 Mate, and the game was given a draw. Black, in fact, had good winning chances with 61...,P-R4! threatening 62...,K-N4; but this fact is not of great interest for us. We shall consider instead another possibility, e.g. 61...,R-QN3; threatening 62...,P-N7; etc. The most interesting variations arise if White answers this move with 62.B-Q4. Offering the Rook by 62...,P-N7! leads to some elegant play. White plays 63.BxR, with the threat of 64.B-Q8 Mate, thus forcing the reply 63...,K-N4. Now comes 64.P-R4+! and if 64...,KxP? then 65.B-Q8 Mate. So Black plays 64...,K-R3; and White continues 65.B-B5! threatening 66.B-B8 Mate. After the forced 65...,K-N2; 66.B-Q4+ wins the QNP. Really very pretty --- but the game is not yet finished, although most analysts would write here: "and wins." The big joke is that Black can now answer all threats by 66...,K-R3! and after 67.BxP, he is Stalemated! One would hardly believe that all these possibilities could have occurred in practical play. This is just one more example of the hidden resources in which "the Royal Game" is so rich, and which makes it so beloved among a vast public.

The preceding articles by Grandmaster Keres were exclusive to CHESS IN ACTION.

* * *

Over 20,000 solvers vied for the Koltanowski Chess Ring offered by the Paul Masson Vineyards in Masson's 1964 National Chess Problem Solving Competition. The winner was David Ross Maradei, of Regis College in Denver, Colorado.

* * *

Col. Paul Webb (Ret.) of Phoenix, Arizona, was the first 1964 recipient of the Paul Masson Vineyards-sponsored George Koltanowski "CAISSA" award, for outstanding promotion work in chess.

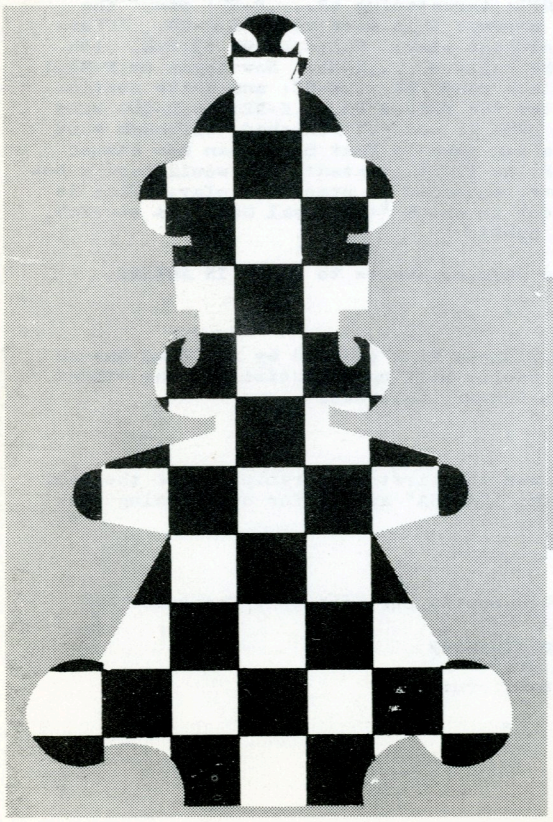
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